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Pause Feature

(3)

Even a hero gets tired once in a while. If the action gets too intense and you want to take break, press PAUSE during play. Press PAUSE again to resume the action.

Reset

Press * and # to reset the game back to the title screen.

SCORING

ACE'S ACTION POINTS SCORED

Destroying UFO 100 points

Destroying enemy 10 points

Destroying boss 1000 points

Bonus Points

If Mad Bodies destroys all the enemies in flock waves, you earn bonus points.

1 Ups

The first 1UP (extra man) is awarded when your score reaches 3000 points.

THE FUN OF DISCOVERY

This manual guide provides the basic information you need to get started playing MAD BODIES, but it is only the beginning. You will find that this product is full of special features that make the game exciting every time you play. So experiment with different techniques and enjoy the MADNESS!

90-DAY LIMITED WARRANTY (Cartridge or CD)

3D Stoggles Software warrants to original consumer in the United States of America that this product will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-house use.

3D Stoggles Software sole and exclusive liability for defects in the material and workmanship shall be limited to replacement. This warranty does not obligate 3D Stoggles Software to bear the replacement of product.

This warranty is invalid if damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism, or misuse.

TGM001

Printed in USA

MAD BODIES



ROUND 2

JAGUAR

6 4 - B I T

INTERACTIVE MULTIMEDIA CARTRIDGE

The Story

A new form of evil has emerged. In order to rule the universe, The Graphics Man has fused the world's reality within his ebonic mind, and it's up to you to stop him! With your help, ETHunter, Clay, Skip, Thunderbird and Wes are out to stop the devastating madness known as The Graphics Man! How are they to defeat such an insurmountable evil? By entering the Dark Knight Games tournament, co-hosted by Dave Vapourware, that's how!

Not long ago, ETHunter, Clay, Skip and Thunderbird trash-talked the innocent new Jaguar developer, The Graphics Man. They insulted him on everything from the grammar he used in messages on Jaguar Interactive II, to personal attacks about his intellect. And out of all people, Wes decided to join in on the fun. After that, The Graphics Man vowed to make them all stars, just to destroy them in the end. And by using his mind-altering abilities, he changes the world's reality to rule all!

-for one player, age 8 and up

-instant pause feature

-Stereo BGM (Background Music)

-Digital Ebonic Speech

-Special Effects:

Morphing

Scaling

Screen Quake

The Mission

In MAD BODIES you must reflect or destroy all the planets until the end of each stage while dodging and destroying enemy's crafts sent by Dave Vapourware under the Graphics Man orders. Use Astronaut Wes and Satellite Station Cuss (Clay) to upgrade Vessel ETHunter weaponry to help aid you in your mission... if you can survive the madness!

ALWAYS MAKE SURE THE JAGUAR IS TURNED OFF BEFORE INSERTING OR REMOVING CARTRIDGE.

1. Insert your JAGUAR MAD BODIES cartridge into the cartridge slot of your JAGUAR 64-bit Interactive Multimedia System.

2. Press the POWER button.

3. Press B button to discontinue the Title screens.

If for any reason your cartridge does not load or you only see a red screen, refer to the warranty information included with your JAGUAR cartridge.

GAME CONTROL (see Fig. I)

(1)-

A Jumping when enabled

B Shooting

C Dashing (hold while moving to the left or right)

(4)-

Joypad Left Move left

Joypad Right Move right

Joypad Up Move up

Joypad Down Move down

Control Options

(2)-

You can adjust the fx and bgm volume while the game is paused if you press options next for the volume screen to come up.

FIG. I



GAME SCREEN (see Fig. II)

(1) Score display your current score.

(2) Number of ships are the number of regenerations remaining.

(3) Stage your current stage rank.

(4) Cross-Hair helps aim your weapon.

(5) Planet

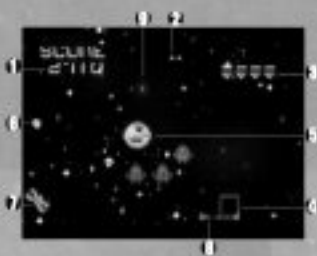
(6) Astronaut Wes needs your help getting to Satellite Station Clay (Little Cuss) and can help you power up.

(7) Satellite Station Little Cuss (Clay).

(8) Vessel ETHunter at your command.

(9) Enemy ship

FIG. II



CREDITS

Code: Terance Williams

Scott Walters

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Sound: Terance Williams

Music: Aki Nordman (D-Beat)

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